



MAS OYAMA'S
MUTEKI
KYOKUSHIN KARATE

RULES FOR KYOKUSHIN FULL CONTACT TOURNAMENTS

Judging scenarios that must be taking into consideration are:

1. A fighter with a *genten* and there is no other score, must lose.
2. There must be 3 votes for any decision or penalty to be awarded.
3. Judges and referee's must make a decision at the end of the final extension, even if there is no score or the scores are even.
 - a. Officials should be aware that calling a draw at the end of the extension is NOT acceptable.
 - b. In the absence of a score or the score being equal, there are many other criteria for a judge to use to make a decision.
4. Strapping is allowed in the first round.
5. A deliberate *kin geri* (groin kick) or a *seiken ganmen uchi* (punch to the face) will receive a *genten*

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1. Match Area

The match area shall be 8 meters square and devoid of hazard.

2. Judging

The panel of judges and the review panel shall have equal authority in judging the events, but the final decision rests with the review panel.

3. Duration of a Bout

1. Kumite bouts shall be either 3 minutes or 2 minutes as decided by the
2. tournament officials.
3. The tournament officials may decide that the elimination bouts be of a shorter duration.
4. Competitors and officials shall be notified of the time allowed for elimination bouts, normal bouts and extensions before the commencement of the tournament.

4. Extensions:

1. When a decision cannot be reached by a majority of the match officials, a draw is declared and an extension is granted.
2. One extension only is permitted except in the case of a final where 2 extensions are permitted.
3. The bout must continue immediately the decision to grant an extension is taken. There will be no rest period allowed.
4. The tournament officials may decide that the extension bouts be of a shorter duration than the original match.
5. At the end of the extension in a non-final match, and the second extension in a final match, the judges cannot declare the bout a draw and each judge must declare a win to one of the fighters.

5. Result of a Bout

The result of an individual bout shall be determined by a contestant scoring:

1. Ippon (full point);
2. Two waza ari (2 half points make 1 ippon);
3. By obtaining a kiken (the opponent gives up or does not appear);
4. By shikkaku (the opponent is disqualified);
5. By Hantei (decision of the judges and/or referee).

6. Full Point Victory

1. Excluding the techniques listed as fouls, a Full Point victory is awarded for a thrust (tsuki), kick (geri) or elbow (hiji) that vigorously downs an opponent for more than 3 seconds OR that results in the opponent's loss of will or ability to fight for more than 3 seconds;
2. A contestant gaining two (2) waza-ari (half points) shall be awarded a Full Point victory.

7. Half Point Score

1. Excluding the techniques listed as fouls, a thrust (tsuki), kick (geri) or elbow (hiji) that vigorously downs an opponent for less than 3 seconds; or results in the opponent's loss of will or ability to fight for less than 3 seconds; or that causes the opponent to lose balance for less than 3 seconds AND the competitor remains standing and resumes the bout;

OR

2. Excluding the techniques listed as fouls a foot-sweep followed up immediately by a well focused but non-contact downward punch (gedan tsuki). The gedan tsuki must contain all the correct elements that would normally apply to a standing technique. Commentary: In relation to item 1 - it must be clearly realized that if a competitor breaks off fighting because they have been hit and returns to the starting spot without the referee calling "Yame" then that competitor is liable to have a wazaari awarded against him/her.

8. Victory by Decision (Hantei)

1. When no full-point victory has been declared victory is awarded by decision of the 4 corner judges and the referee as follows:
 - a. When three or more judges award the bout to the same competitor that competitor must be declared the winner.
 - b. The referee has a vote and must cast it. If there are 2 flags for red or white or a draw the referee must use his/her vote and declare for one of the fighters or call a draw. If the referee casts a vote for a draw he/she will declare "Sushin Hikiwaki"
 - c. In all other situations with the judges flag signals the Referee MUST declare a draw.
 - d. No decision can be declared unless there are at least 3 of the 5 officials (referee & 4 judges) in favour. A decision of the judges cannot be overturned unless there has been an error under the rules (eg there was no score and red had a genten but the judges voted for white).
2. If there is no score and one competitor has had a genten awarded against him/her the judges MUST declare victory to the other competitor.
3. If a competitor has been awarded both a waza-ari AND a genten the judges MAY declare victory to that competitor. In this situation the Genten may be considered as - 0.5 and the waza-ari as + 0.75, thus leaving a score of + 0.25.
4. If both competitors have scored a waza-ari, but one competitor has also had a penalty the judges shall declare victory to the competitor that does not have the penalty. Using the formula expressed in 3, the competitor with the waza-ari would have + 0.75 whilst the competitor with the waza-ari and the Genten would only have + 0.25
5. If a competitor executes a foul technique and the competitor fouled cannot continue the match the judges must first decide on the appropriate penalty for the foul. Provided the competitor who fouled is not disqualified he/she will be awarded the match.
6. If a competitor causes an injury to himself/herself and cannot continue (eg, trips and hurts the knee) the match is awarded to the other competitor.

9. Fouls and Terminology

1. Touching the opponents face or head even lightly with any part of the arm (ganmen kogeiki);
2. Groin kicks (kin geri or kinteki oshi);
3. Head thrusts (atama tsuki or zutsuki)
4. Attacking the opponent whilst the opponent is on the floor (except for Half Point Score item 7.4). For the purposes of this clause an opponent is considered “on the floor” when 3 parts of his/her body are touching the floor.
5. Attacking the opponents back whilst it is turned towards his/her opponent. This does not extend to a technique commenced prior to the opponent executing a turning technique (eg back kick);
6. Holding, pushing or shoving with fist or open hand (shotei or shotei oshi);
7. Any technique that the referee may regard as foul or unfair or not in the spirit of the tournament.
8. Grabbing the opponents gi or clothing (tsukami).
9. Direct attacks to the knee.
10. If a competitor contributes to his own injury by avoiding a legal technique and that technique then hits the competitor in a prohibited place, the technique shall not be deemed a foul (eg. If a competitor avoids a Gedan mawashi geri by shifting his leg back and then gets hit in the groin).
11. If a competitor is so over-excited or aggressive and becomes a danger to himself/herself or the opponent.
12. Feigning an injury or exaggerating the effects of an injury.
13. If a kin geri is deemed to be deliberate a genten will be awarded.
14. Taking a drink at any time whilst the match is in progress. For the purposes of this clause a match is deemed to be in progress from the time the competitor enters the competition area until the referee announces the winner of the match and indicates for the competitor to leave the competition area. This “in progress” time includes all extensions of the match.

10. Disqualification

1. A contestant who fails to obey the referee’s instruction/s during a bout;
2. A contestant who is late or who fails to appear for a bout.
3. A contestant who has received 2 genten;
4. A contestant who has received shikkaku.
5. A contestant who remains facing his/her opponent, and does not or is not prepared to engage in fighting, for more than 30 seconds will be regarded as lacking the will to fight and will be disqualified. Both contestants in a bout may be disqualified under this clause.

11. Penalties

1. **Private Warning:** no penalty applies;
2. **Chui:** public warning to the competitor
3. **Genten:** This is a serious foul and is a minus half point. A genten can only be overridden by scoring a waza-ari;
4. **Shikkaku:** This is disqualification.

12. Procedure for starting a bout

1. Shomen ni rei: – The contestant face the official seats and bow;
2. Sushin ni rei: - The contestants face the referee and bow;
3. Otagai ni rei: The contestants face each other and bow;
4. Kamaeta: The contestants assume their fighting positions;
5. Hajime: Begin

13. Procedure during a bout

1. Yame: stop immediately;
2. Kamaeta: after stopping the fight, take up your fighting position;
3. Zokko: continue (go on, attack).

14. Procedure for ending a bout

1. Yame: stop immediately.
2. Both contestants face the official seats.
3. The referee calls for the decision of the judges.
4. After the decision has been announced (see Declaration of a Decision);
 1. Shomen ni rei: – The contestant face the official seats and bow;
 2. Sushin ni rei: - The contestants face the referee and bow;
 3. Otagai ni rei: The contestants face each other and bow;
 4. The contestants shake hands and leave the fighting area.

15. Declaration of Fouls

The referee shall announce the reason for the foul (tsukami, etc) and then;

1. Chui Ichi (first warning): The referee points to the abdomen of the contestant and declares: Aka (Shiro) Chui Ichi.
2. Chui Ni (second warning): The referee points to the abdomen of the contestant and declares: Aka (Shiro) Chui Ni. The referee then points to the face of the contestant declares Genten Ichi (minus half point).
3. The procedure for the third chui is the same as for the first chui.
4. Chui Ni (second warning for the second time): The referee points to the abdomen of the contestant and declares Aka (Shiro) Chui Ni, then points to the face of the contestant and declares Genten Ni – Shikkaku. The referee then immediately points to the outside of the fighting area and the contestant should leave the fighting area immediately.
5. Declaration of Genten without a prior chui being awarded:
 - a. Genten Ichi (first foul): The referee points to the face of the contestant and declares: Aka (Shiro) Genten Ichi.
 - b. Genten Ni (second foul): The referee points to the face of the contestant and declares Genten Ni – Shikkaku. The referee then immediately points to the outside of the fighting area and the contestant should leave the fighting area immediately.
6. Shikkaku (disqualification): The referee points to the face of the contestant and declares – Aka (Shiro) Shikkaku, the referee then immediately points to the outside of the fighting area and the contestant should leave the fighting area immediately.

16. Declaration of a Decision

1. The referee stands in a position so that he/she can see all of the judges flags.
2. The referee then announces Hantei Torimasu (I will take your decision) and then calls Hantei. At this time the judges indicate their decision with their flags.
3. The referee will then count the flags, declare his/her vote and then announce the winner or declare a draw.
4. In the case of a drawn bout the referee shall declare hikiwaki (draw) and indicate by crossing both arms down in front of the body. The extension bout must begin immediately following this decision.
5. The referee cannot override a majority decision of the judges. If a decision contravenes the rules (eg, there was no score and one contestant had a genten and the judges voted for the competitor that received the genten) the referee will call in the judges and inform them that they have contravened the rules and then call for the decision again.

17. Strapping

1. Strapping is allowed to be used by competitors.
2. Any official or competitor may object to over-strapping.
3. The final decision on over-strapping shall rest with the doctor and/or the Head Referee.
4. No contestant may strap over any part of the body that is used to strike or kick the opponent, except for a cut knuckle that is bleeding and in this case a crepe bandage may be put over the knuckle.

18. Competitor Safety

1. Each competitor must wear a mouth guard and a groin guard. and will not be permitted to compete without these items.
2. The tournament doctor may make a decision that a competitor cannot continue in a bout or enter the next round and that decision is final.
3. Any competitor receiving an injury cannot enter the next round without approval from the tournament doctor.
4. Any competitor being knocked out or knocked down during a tournament will not be permitted to compete in another AKKA Knockdown tournament for at least 30 days.
5. No bout will be permitted to commence without the tournament doctor being present.
6. No competitor shall compete under these rules if they have tested positively for Hepatitis B, Hepatitis C, or H.I.V. OR if they have any disease that may be transmitted to another person through saliva, sweat, touch or bodily contact.

19. Criteria for Decision

When a bout goes full time the referee will call for a decision of the judges and each judge must vote.

The following criteria (not listed in any order of preference) **may** be used by a judge to assist in determining his/her vote.

1. Has there been a waza-ari ? (in normal circumstances a waza-ari should be considered sufficient advantage to award a win).
2. Has there been a Chui?
3. Has there been a Genten?
4. Has there been a warning
5. The ability and skill shown
6. Comparative excellence in strategy
7. Number of escapes from the fighting area (intentional or otherwise).
8. Fighting attitude
9. Number of attacking moves
10. Did one competitor just "survive"?
11. The number of effective impacting techniques.
12. General attitude and demeanor of each contestant

20. Weight Category's

Tournament organizing bodies have the right to include some or all of these weight categories in a particular tournament. They also have the right to include:

- Female Super Lightweight;
- Female Super Heavyweight;
- Male Super Heavyweight

The weight limits for the above will be set by the organizing body.

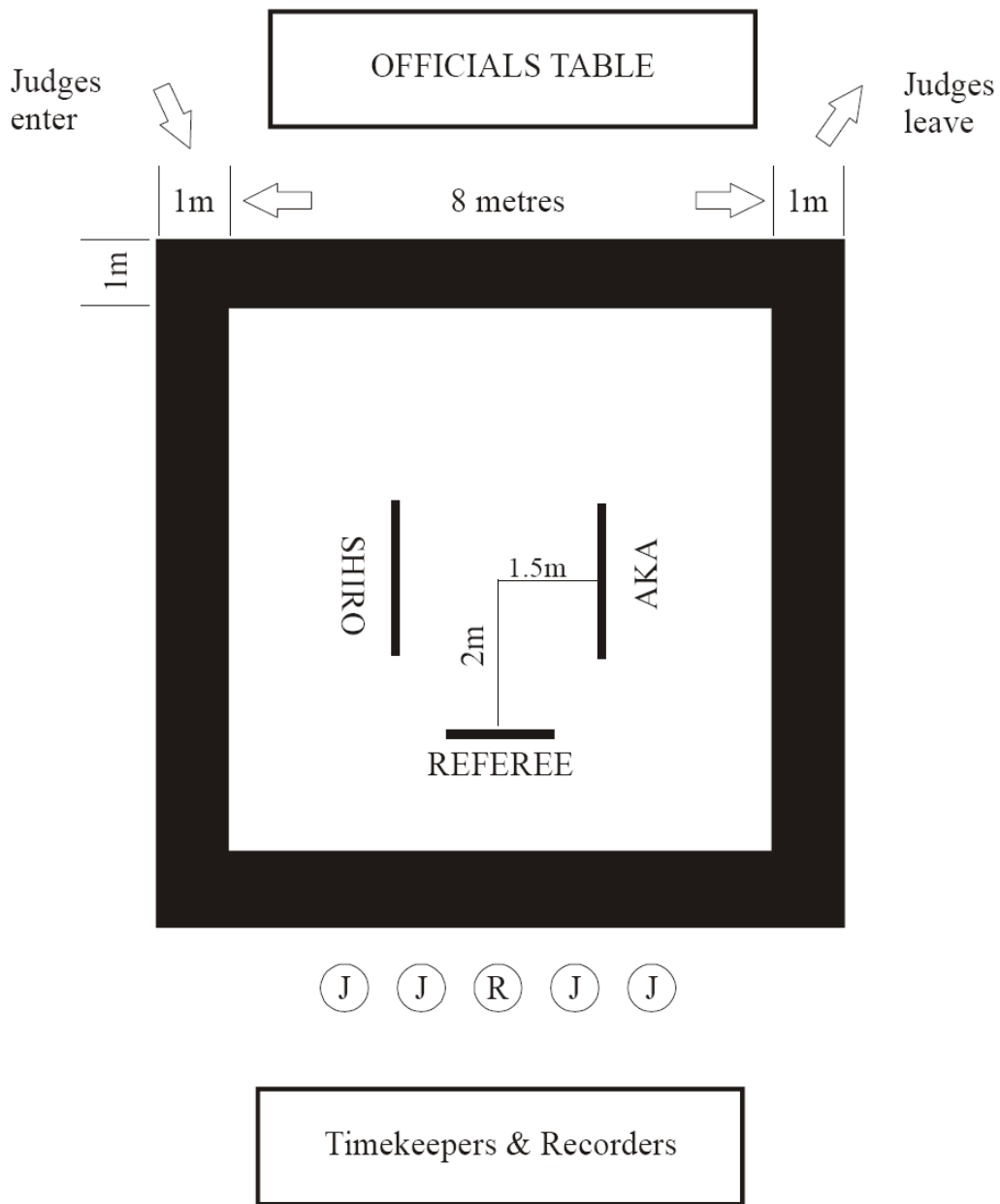
Normal weight divisions are:

- Male Lightweight: Up to and including 155 pounds (70 kg);
- Male Middleweight: More than 155 pounds (70 kg) and up to and including 180 pounds (81 kg);
- Male Heavyweight: More than 180 pounds (81 kg);
- Male Open: no weight limit
- Female Lightweight: Up to and including 130 pounds (59 kg);
- Female Middleweight: More than 130 pounds (59 kg) and up to and including 150 pounds (68 kg);
- Female Heavyweight: More than 150 pounds (68 kg).

21. Tameshiwari

1. If Tameshiwari is to be included in an event (this decision rests with the organizing body) the following will apply:
 1. Normally the tameshiwari will not commence before the round of 16.
 2. The materials to be used will be supplied by the tournament organizing body and will be checked by the Chief Referee. They must be 33 centimeters long, 21 centimeters wide and 24 millimeters thick.
 3. Points are awarded on the number of boards broken. The winner of the tameshiwari competition (the highest number of points) need not be the same as the tournament winner.
 4. Each contestant must break a minimum of 3 boards with:
 - a. Seiken (Fist)
 - b. Shuto (Knife Hand)
 - c. Hiji (Elbow)
 - d. Sokuto (Knife Foot)
 5. A contestant may attempt to break the minimum number, or any number above the minimum, in the first attempt. If the contestant fails to break all the boards that contestant will be given a second chance at the minimum number of boards.
 6. If a contestant fails to break the minimum the score is 0 (zero) for that break.
 7. The support apparatus (blocks, stands, etc) will be supplied by the organizing body.
 8. Contestants are not allowed to touch or move the boards or the supporting apparatus. This can only be done by one of the Tameshiwari officials.
 9. Towels or other materials may be placed on the top of the boards, but this is subject to the permission of the Tameshiwari officials.

10. The time allowed for each break is 2 minutes and contestants will be warned 30 seconds before the expiration of the time limit. Overtime is considered a failure to break the boards.
11. In the event of a tie the lightest person shall be the winner. However, if the contestants weights are within 5 kilograms of each other a further break is required using a technique chosen by the contestant. The number of boards required and the technique to be used must be given in writing to the official table by the contestants representative.
12. In the case of a successful break the contestants sit down in seiza.
13. In the case of an unsuccessful break the contestants remain standing.
14. Any contestant refusing to break will be disqualified from the tournament.
15. Tameshiwari commands:
 - I. Start the Tameshiwari:
 - II. Shomen Ni Rei – The same as the opening of a bout
 - III. Mawatte Rei – Turn around and bow with osu
 - IV. Ichi, Ni Tsuite – Ready
 - V. Hajime – Begin
 - VI. Declaration of Results:
 - VII. Kansui – All the board have been broken.
 - VIII. The Tameshiwari official raises his arm 45 degrees, announces the competitors number or name and indicates the number of boards broken and then states Kansui Shippai – The breaking test has failed.
 - IX. The Tameshiwari official crosses his arms in front and waves from side to side (same as Torimasen), announces the competitors number or name and Shippai.



Timekeepers & Recorders can be anywhere over the area, but they must be as near as possible and with good visibility